This is the v1.0.4 pack of Hydaelyn theme Dancer (Divine Light Dancer) skill pack made by Izumi.

Multiple options are provided so you can choose to install all of them or just some of them. You cannot and should not get this mod pack from outside of Izumi's personal online page (ko-fi and afdian).

Please remember to follow my page to get notified of bug fixes and updates in time.

> Papachin&Izumi's Discord (Recommend): https://discord.gg/Jn9EAYfRKW

> Izumi's Youtube channal: https://www.youtube.com/@Izumi_Izumi96

> Izumi's ko-fi: https://ko-fi.com/izumi96

> Izumi's afdian (for CN player): https://afdian.net/@Izumi96

If you still have any questions or find any issues after reading this PDF, you can also join our Discord and ask us. Here are also our latest works, important announcement, and even sneak peak of our latest unpublished works.

[Preview video] https://youtu.be/FppEqciwO9A

[Download] https://ko-fi.com/s/6486e65df0

If you like my work, you can also support me on my ko-fi/afdian! This will be the Dynamis of my creation! (๑*◡*๑)

How to Install

Use FFXIV Textool or Penumbra to install the ttmp2 files.

＞ About Crystal ver. & Mousa ver.

A few skills are different in the Crystal ver. and the Mousa ver.

[Different VFX] The VFX style of the following skills is based on the concept of elemental crystals in Crystal ver, while based on the concept of Dancer's own design element in Mousa ver.

- Cascade, Fountain and Step Actions when you’re dancing.

[Different VFX and character animation] The player will uses Hydealyn's cane or blade in Crystal ver (character animation are also replaced) , while uses blue glowing fan in Mousa ver (character animation retains the original).

- All Fan Dance.

In order to match the skills, the jog gauge and icons of Step Actions will also be a bit different between Crystal ver and Mousa ver.

＞ About the special cutscene of Closed Position

You must install the main mod pack before installing this patch. If you use Penumbra, you need to adjust the Priority of this patch to a higher value after the installation is complete.

The voices of Hydaelyn are set to only appear when yourself use skills outside of Gpose by default. And it is recommended to set the special cutscene to appear only when yourself use Closed Position too (in this setting, it will not appear in Gpose either). In this way, when other people use Closed Position, there will be no cutscene on your side, interfering with your gaming experience.

If you want to watch this cutscene in Gpose, it is recommended:

1) Use Penumbra to install this patch and only when you want to take screenshots in Gpose, enable that option;

2) In Penumbra's Collection settings, set this patch to take effect only for yourself;

3) Turn off other player's battle effects in your character settings in game.

＞ About Improvisation (special ver.)

** This special ver will modify a basic game file, which is related to human characters and has a high probability of conflicting with other mods.*

Same as above, you also need to install the main mod pack at first. If you use Penumbra, you need to adjust the Priority of this patch to a higher value after the installation is complete.

＞ About Job Gauge

Type.A for a brighter version while Type.B for a clearer version.

Frequently asked questions

1. The VFX / icons / skill sounds / special patches do not work properly.

➢ Remember to move these mods into the Base Collections and Interface Collections in Penumbra. Then try switch to another job and move to another map, then switch back to the previous job to refresh the data, or try restart your game with the mod installed and actived. If it still doesn't work, reinstall them.

2. My screen flickers a lot / shakes violently after install the mod.

➢ You're recommended to set other players' battle effect to "simple" or "none" in your character settings. In this way, most of the vfxs from others will be hide in most of the time, which will make you feel better when you installed vfx mods.

Besides, you can turn off the Radial Blur in your graphics settings to reduce the blurring, or disable camera effects when initiating actions in your Character Configuration (but this will disable all camera quake effects, even those from raid bosses). Also, you can install the mod by Textool and then use VFXeditor on Dalamud to edit the vfx by yourself.

3. I don't want the modified skills show on NPCs and human enemies.

- You're recommended to use "Character Group" in Penumbra to made this mod only work on yourself. Set a collection that not including this mod as base collection, then add a line of "your character" in character group and select the collection that including this mod. In this way, you can make the mod in the selected collection only work for your character. *(Importance: You still need to place UI / icon mods in the interface collection. If you find that after doing the above, the modified job gauge or icons disappear, you need to install another copy of this mod and activate only the UI part, and then put it in interface collection)*

If you still have any questions or find any issues after reading this PDF, you can join Papachin&Izumi's Discord and ask us:

- https://discord.gg/Jn9EAYfRKW

Things to aware of

1. Don't modify or resell my mod and don't republish, reproduce or repost my mod. (It's ok for self use)

2. Skill and icon options affect both PVE and PVE skills with the same name.

3. In special cutscene patch, CN voice is only for CN server and EN, DE, FR voices is only for global server.

4. Not sure whether it will conflict with other author's mod or still work properly in future patches, but I'll update this mod as soon as possible!

If you still have any questions or find any issues after reading this PDF, you can join our Discord and tell us.

> https://discord.gg/Jn9EAYfRKW

Thanks for you support and wish you a happy game!